

A SUMMARY OF
**Missouri Hunting and
Trapping Regulations**



**Share the hunt with a friend.
See page 20.**

Serving nature and you

EFFECTIVE MARCH 1, 2008



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Don't drink while you hunt!

According to Missouri law, you are committing a crime if you knowingly possess or discharge a projectile weapon while intoxicated. Don't endanger yourself or others by hunting while under the influence of alcohol.

Hunting and Trapping in Missouri

After centuries of being hunted and trapped, most of the state's native wild creatures are still with us. Many of them are as abundant now as they were 300 years ago. For a long time people believed that wildlife was doomed to disappear as humans changed the landscape. It was only a little more than 100 years ago that serious attempts to manage the state's wildlife began, and only a little more than 70 years ago that science-based game management began.

Species such as deer and turkey have been brought back from the edge of extinction, and skillful management has maintained other wildlife populations that otherwise might have slipped away. A major part of managing our wildlife is regulating what, how, where and when we may hunt and trap. That's where the *Wildlife Code* comes in. The *Wildlife Code of Missouri* is a permissive code. A permissive code means that rather than giving you an endless list of "thou shalt nots," we keep it simple by telling you what you may do.

You may take or attempt to take only those animals and furbearers permitted by the *Code*, and only by methods, and only at the times and under the circumstances mentioned in the *Code*. These regulations are necessary to protect and manage Missouri's abundant game and furbearer populations and to make access to Missouri hunting and trapping as fair and simple as possible.

What's New for 2008

- Apprentice Hunter Authorization provides more opportunities for sharing the hunting experience with friends and family. See pages 2, 7 and 20.
- Resident Trapping Permits, Resident Cable Restraint Permits and Nonresident Furbearer Hunting & Trapping Permits have new expiration dates. See pages 7 and 8.
- The holders of Resident Fur Handlers Permits can now possess, process, transport and ship their own pelts starting Feb. 16. See pages 7 and 24.

In Your Hands

The information in this booklet is only a summary of the Missouri hunting and trapping rules. It is **NOT** a legal document and is subject to revision during the current year. Refer to the *Wildlife Code of Missouri* or the *Missouri Code of State Regulations* for complete rules.

See: www.sos.mo.gov/adrules/csr/current/3csr/3csr.asp

Permits: General Information

Everyone who hunts or traps must have an appropriate hunting or trapping permit or qualify for an exemption. Also, every hunter born on or after Jan. 1, 1967, must have completed an approved hunter education program in Missouri or another state and display a hunter education certificate card to buy any firearms hunting permit unless they are hunting:

- on a Youth Deer & Turkey Hunting Permit,
- on a Youth Antlerless Deer Hunting Permit,
- on a resident landowner deer and/or turkey hunting permit
- under the provisions of the new Apprentice Hunter Authorization. See below.

Hunter Education Requirement

You must be at least 11 years old to receive hunter-education certification. The Missouri Conservation Heritage Card with a hunter-education number on it is an accepted hunter-education certificate card. Hunters who have a hunter-education certificate card are required to carry their card or a permit with the hunter-education number on it while hunting with a firearm. A hunter-education card need not be displayed if certification can be verified at the vendor's computer terminal.

Any person 6 through 15 years old may purchase a Youth Deer & Turkey Hunting Permit and a Youth Antlerless Deer Hunting Permit without displaying a hunter education certificate card. These permits allow a youth to hunt in the immediate presence of an appropriately licensed adult age 17 or older who has a valid hunter education certificate card. Resident landowners and qualifying lessees born before 1967 do not need to be hunter-ed certified to take youth hunting on the adult's land.

New! To help introduce adults to hunting, the Conservation Department now allows hunters age 16 and older who are not hunter-education certified to hunt with firearms, as long as they:

- first purchase a Apprentice Hunter Authorization
- then purchase a hunting permit for the season in which they want to hunt
- and hunt in the immediate presence of a properly licensed adult age 21 or older who has a valid hunter education certificate card.

"Immediate presence" means close enough for normal conversation, without shouting. "Properly licensed" means a valid firearms hunting permit for the appropriate season. In the case of deer and turkey permits, the mentor's permit can be either filled or unfilled.

Note: The Apprentice Hunter Authorization by itself does not allow you to hunt. It only allows persons who have not completed a hunter-education certification course to purchase firearms permits throughout the permit year. The Apprentice Hunter Authorization can be purchased for two consecutive years.

Permit Exemptions

- Missouri resident landowners, lessees who lease and reside on leased land, and any member of their immediate households whose legal

Permits are not licenses to trespass

The issuance of a hunting or trapping permit does not authorize trespassing on private lands. Remember that your behavior reflects on all hunters and trappers. Respect the rights of private landowners.

residence is the same as the landowner or lessee, may hunt—*except deer or turkey*—or trap on lands they own or, in the case of lessees, where they live, without a permit. However, a Missouri Migratory Bird Hunting Permit is required for waterfowl, snipe, doves, woodcock and rails; a Cable Restraint Permit is required for trappers who use cable restraints; and the hunter must comply with appropriate seasons, methods, limits and checking requirements. To possess raw fur past the possession date, a Resident Fur Handlers Permit is required. See page 7.

- Any Missouri resident 65 years of age or older may hunt (*but not trap*) wildlife—except deer or turkey—without a permit but must carry proof of age and residence when hunting. However, a Missouri Migratory Bird Hunting Permit is required for waterfowl, snipe, doves, woodcock and rails.
- Anyone age 15 and younger may hunt (*but not trap*) wildlife—except deer or turkey—without a permit, **IF** he or she is in the immediate presence of a licensed adult hunter **OR** he or she carries a valid hunter education certificate card.
- Any honorably discharged resident veteran having a service-related disability of 60 percent or greater or who was a prisoner of war during military service, may hunt (*but not trap*) wildlife—except deer or turkey—without a permit but must carry a certified statement of eligibility from the Veterans Administration when hunting. However, a Missouri Migratory Bird Hunting Permit is required for waterfowl, snipe, doves, woodcock and rails.

A Missouri resident, for permit purposes, is a person who does not claim resident privileges in another state or country and whose actual residence and legal permanent home address are both in Missouri and have been for at least 30 days before obtaining the permit. Owning real estate or attending a Missouri school does not in itself make you a legal resident. Immigrants who possess an I-551 Resident Alien Card may receive resident permit privileges if they meet the resident requirements listed above.



All residents and nonresidents, including landowners, 16 years of age or older who hunt ducks, geese, coots, doves, woodcock, rails or snipe in Missouri must have:

- a Missouri Migratory Bird Hunting Permit
- a permit to hunt small game, unless exempt (*See pages 2-3 for exemptions.*)
- a federal duck stamp when hunting waterfowl

The following and their immediate family members who reside with them also may purchase resident permits:

- Missouri residents employed by the United States in the District of Columbia or serving in the U.S. armed forces
- all members of the U.S. armed forces stationed and residing in Missouri who are on permanent change of station status

The Conservation Commission may suspend, revoke or deny a permit or privilege for cause, especially for injuring another person while hunting.

Accepting a permit means that you:

- agree to observe all the rules of the *Wildlife Code*;
- will allow an agent of the Conservation Department to inspect your picture ID, permit, game taken and your hunting or trapping equipment;
- will hunt or trap wildlife in a safe manner;
- will not loan your permit or hunting method exemption to another; and
- will sign and carry your permit while hunting or trapping. If you ordered your permit by telephone or online and have not received the permit by mail, you must carry the permit authorization number and picture identification with you while small game hunting or trapping until your permit arrives. However, to hunt deer and turkey, you must have the actual permit in your possession.

Purchasing Permits

You can purchase or replace your permits:

- at local permit vendors
- toll free by calling 1-800-392-4115 (additional \$2 fee per person applies)
- online at www.wildlifelicense.com/mo (additional \$2 fee per person applies).



Allow 10 days for delivery of telephone and online purchases. Lost or mutilated permits can be replaced by any vendor after verifying through a computer file that you had purchased a permit. A replacement permit costs \$2.

The Missouri Conservation Heritage Card, a Missouri Conservation identification number, social security number or driver license number is required to purchase all permits.

The Heritage Card is similar in appearance to a credit card. It stores registration information on a magnetic strip. The vendor scans the card and keys in the type of permit needed. A printer then issues the permit. The card also can be purchased to replace a lost hunter education card when the certification can be verified through Department records. Heritage Cards can be purchased for \$2 wherever permits are sold. The card owner will receive a 15 percent discount on selected retail merchandise sold at Conservation Department facilities. Please allow 4 to 6 weeks for delivery.

The Heritage Card is not a permit.

Lifetime Permits show commitment to conservation

For hunters who want to make a long-term commitment to supporting Missouri wildlife, the following permits are available.



Lifetime permits are available to Missouri residents only. Proof of residency, such as a photocopy of a valid Missouri driver’s license, is required. For children under the age of 18, the parents’ residency will be used.

All lifetime permit holders receive an attractive, durable plastic permit card to carry in the field and special mailings to keep them updated on seasons, regulation changes and other information.

You must apply for lifetime permits by filling out a lifetime permit form, which is available:

- online at mdc.mo.gov/8849
- by calling call 573/522-4115, ext. 3574, or
- by writing to Lifetime Permits, Missouri Department of Conservation, P.O. Box 180, Jefferson City, MO 65102-0180.

Please allow 10 days after sending in your application for your permit to be delivered to you. Lifetime permits cannot be purchased at permit vendors or online. Periodic validation of lifetime permits will be required

Resident Lifetime Small Game Hunting Permit

For frogs, migratory and other birds except turkey, mammals except deer, and to sell furbearers taken by hunting.¹

Age 15 and under	\$275
Age 16-29	\$400
Age 30-39	\$350
Age 40-59	\$300
Age 60 and over	\$35

Resident Lifetime Conservation Partner Permit

For fish including trout, frogs, mussels, clams, turtles, crayfish, live bait, migratory and other birds except turkey, mammals except deer, and to sell furbearers taken by hunting.¹

Age 15 and under	\$550
Age 16-29	\$800
Age 30-39	\$700
Age 40-59	\$600
Age 60 and over	\$70

¹ A federal duck stamp also is required for hunting waterfowl.

Missouri Hunting & Trapping Permits

Hunters and trappers can choose from a variety of permits and pick the ones that best fit their needs. The permits, unless noted otherwise, are valid from date of purchase through the last day of February 2009.

To chase (*except for deer and turkey*), pursue, take, possess and transport wildlife and to sell furbearers taken by hunting or trapping you will need, unless otherwise exempted, one or more of the following:

■ RESIDENT PERMITS

Resident Small Game Hunting Permit \$10

For frogs, birds (*except turkey*), mammals (*except deer*), and to sell furbearers taken by hunting.^{1,2}

Resident Hunting and Fishing Permit \$19

For fish, frogs, mussels, clams, turtles, crayfish, live bait, birds (*except turkey*), mammals (*except deer*), and to sell furbearers taken by hunting.^{1,2}

Resident National Guard and Reserve Service Small Game Hunting and Fishing Permit \$5

For Missouri residents who are currently, or have in the previous 12 months, been mobilized and serving on full-time active military duty in the National Guard (federal status) or reserve forces of the United States to take fish, frogs, mussels, clams, turtles, crayfish, live bait, birds (*except turkey*), mammals (*except deer*), and to sell furbearers taken by hunting.^{1,2}

To apply, fill out an application, which is available:

- online at mdc.mo.gov/9213
- by calling call 573/522-4115, ext. 3574
- or by writing to National Guard Permits, Missouri Department of Conservation, P.O. Box 180, Jefferson City, MO 65102-0180.

Allow 10 days after sending in your application for your permit to be delivered.

This permit is not available at vendors or online.

Resident Firearms Any-Deer Hunting Permit \$17

For any deer statewide.

Resident Firearms Antlerless Deer Hunting Permit \$7

For antlerless deer in counties where allowed.

Resident Managed Deer Hunting Permit \$17

For deer taken during a managed hunt.

Resident Archer's Hunting Permit \$19

For deer, turkey and small game during the prescribed seasons.

Resident Archery Antlerless Deer Hunting Permit \$7

For antlerless deer during the archery deer hunting season in counties where allowed.

Resident Turkey Hunting Permits:

Spring seasons in counties where allowed..... \$17

Fall season \$13

New! Apprentice Hunter Authorization \$10

This is not a permit to hunt. It allows persons age 16 and older to purchase and use firearms hunting permits without displaying a hunter education certificate card. The holder of this authorization also must purchase a firearms hunting permit and hunt in the immediate presence of an appropriately licensed adult age 21 or older who is hunter-education certified. See pages 2 and 20 for more details.

Resident Trapping Permit \$10

For trapping furbearers, rabbits and groundhogs, and to sell all these except rabbit carcasses. **Date change!** Valid until June 30, 2009.

Resident Cable Restraint Permit \$10

For trapping with a cable restraint device. See page 25 for training requirements. **Date change!** Valid until June 30, 2009.

Resident Fur Handlers Permit \$10

Date change! For possessing, processing, transporting and shipping legally taken pelts of furbearers from Feb. 16 through June 1. Must also have resident hunting or trapping permit to take furbearers or be exempt. Only pelts taken by the permit holder may be possessed. Pelts sold within Missouri to a fur dealer or buyer must be fleshed, stretched and dried. Valid until June 30, 2009.

Resident Landowner Deer and Turkey Hunting Permits. Free

Resident landowners of at least 5 continuous acres, lessees who lease and live on at least 5 continuous acres, and everyone who lives in the home with the landowner or lessee, can qualify for the following no-cost permits for use on their land: Spring and Fall Firearms Turkey Hunting permits; Firearms Any-Deer Hunting Permit, Archer's Hunting Permit and Archery Antlerless Deer Hunting Permit. In addition, resident landowners and lessees of 75 or more acres in a single county also can qualify for no-cost Firearms Antlerless Deer Hunting permits, where allowed. No-cost permits are available at vendors.

■ PERMITS FOR BOTH RESIDENTS AND NONRESIDENTS

Youth Deer & Turkey Hunting Permit \$17

Allows youths age 6 through 15 to hunt deer and turkey when in the immediate presence of an appropriately licensed adult age 17 or older. See spring and fall regulation booklets for qualifications, details and restrictions.

Youth Anterless Deer Hunting Permit. \$7

Allows youths age 6 through 15 to hunt antlerless deer in the immediate presence of an appropriately licensed adult age 17 or older in counties where allowed. See fall deer and turkey regulation booklet for qualifications, details and restrictions.

1 A federal duck stamp also is required for hunting waterfowl.
2 A Missouri Migratory Bird Hunting Permit also is required for hunting waterfowl, doves, snipe, woodcock and rails.

Migratory Bird Hunting Permit	\$6
For waterfowl, doves, snipe, woodcock and rails. Must also have a hunting permit that allows taking birds, unless exempt. Required of all residents and nonresidents, including landowners, who are 16 years of age or older. Valid July 1, 2008, through June 30, 2009. ¹	
Licensed Hunting Preserve Hunting Permit	\$10
For pheasants, exotic partridges, quail and hoofed animals from a licensed hunting preserve. Available only at licensed hunting preserves.	
Three-Day Licensed Hunting Preserve Hunting Permit	\$5
Same as Licensed Hunting Preserve Hunting Permit, but good for three consecutive days only. Available only at licensed hunting preserves	
■ NONRESIDENT PERMITS	
Daily Small Game Hunting Permit	\$11
For frogs, birds (<i>except turkey</i>), mammals (<i>except deer and furbearers</i>) and to chase furbearers for training dogs during the closed season. May be purchased for multiple days. ^{1,2}	
Nonresident Small Game Hunting Permit	\$75
For frogs, birds (<i>except turkey</i>), mammals (<i>except deer and furbearers</i>) and to chase furbearers for training dogs during the closed season. ^{1,2}	
Nonresident Firearms Any-Deer Hunting Permit	\$175
For any deer statewide.	
Nonresident Firearms Antlerless Deer Hunting Permit	\$7
For antlerless deer during the firearms deer hunting season in counties where allowed. A nonresident firearms any-deer, nonresident landowner firearms any-deer or managed deer hunting permit is a prerequisite.	
Nonresident Managed Deer Hunting Permit	\$175
For deer taken during a managed hunt.	
Nonresident Archer's Hunting Permit	\$150
For fall archery deer and turkey seasons, and small game (<i>except furbearers</i>) during the prescribed seasons.	
Nonresident Archery Antlerless Deer Hunting Permit	\$7
For antlerless deer during the archery deer hunting season in counties where allow. A nonresident archer's hunting permit is a prerequisite.	
Nonresident Turkey Hunting Permits:	
Spring season in counties where allowed	\$175
Fall season	\$105
Nonresident Furbearer Hunting & Trapping Permit	\$120
For furbearers. <i>Date change!</i> Valid until June 30, 2009.	

¹ A federal duck stamp also is required for hunting waterfowl.

² A Missouri Migratory Bird Hunting Permit also is required for hunting waterfowl, doves, snipe, woodcock and rails.



Deer & turkey permits for nonresident landowners

Any nonresident who is the owner of at least 75 continuous acres in one county in the state of Missouri, or any member of their immediate household, may apply to purchase the permits listed below. An immediate household member is someone, related or unrelated, who lives in the landowner's home. Family members who live elsewhere do not qualify.

These permits are:

- valid only on the land for which they are issued
- NOT available at vendors.

Nonresidents must:

- apply every year to purchase these permits
- apply 30 days before the appropriate season.

Applications are available from regional offices or by calling 573/522-4115, ext. 3880. After the application is approved, the applicant will be sent information on how to purchase the permits through the mail. These permits are available only through the Department's Jefferson City administrative office. See page 35.

Nonresident Landowner Firearms Any-Deer Hunting Permit.....\$75
For 1 deer from qualifying land.

Nonresident Landowner Firearms Turkey Hunting Permits
For turkey from qualifying land.
Spring season\$75
Fall season \$50

Nonresident Landowner Archer's Hunting Permit\$75
For deer and turkey from qualifying land during the fall deer and turkey archery season, and small game (*except furbearers*) during prescribed seasons.

Hunting: General Provisions

It is illegal to intentionally leave or abandon any portion of any wildlife that is commonly used as human food.

Dogs may be used in hunting wildlife—*except deer, turkey, muskrat, mink, river otter and beaver*. The hunting of furbearers with dogs during daylight hours is prohibited statewide from Nov. 1 through the close of the November portion of the firearms deer season and during the antlerless portion in counties that are open during that portion. Dogs may NOT be used to hunt squirrels and rabbits during the daylight hours of the November portion of the firearms deer season in the following counties: Butler, Carter, Dent, Iron, Madison, Oregon, Reynolds, Ripley, Shannon and Wayne.

While hunting, all dogs, except for those used by waterfowl and game bird hunters, must wear a collar with the owner's full name and address or telephone number. For training dogs, wildlife that can be hunted with dogs may be chased, but not taken. Only a pistol with blank ammunition may be used during daylight hours to train dogs during closed seasons.

Hunting Near Floodwaters or Fire

Wildlife, except waterfowl, may not be pursued or taken while trapped or surrounded by flood waters or while fleeing from flood waters or fire.

Legal Firearms

Legal firearms used to hunt wildlife—*except beaver, mink, muskrat, river otter, turtles and fish*—are:

- pistols, revolvers and rifles propelling a single projectile at one discharge (*may not be used for hunting turkey; must be centerfire or a muzzleloader for hunting deer*)
- guns powered by spring, air or compressed gas (*may not be used for hunting turkey. See Fall Deer & Turkey Hunting Regulations and Information booklet for regulations during the firearms deer season.*)
- shotguns not larger than 10 gauge
- crossbows, which are classified as firearms
- shotguns with the magazine cut off or plugged to reduce the capacity to not more than 3 shells in the magazine and chamber combined. This restriction does not apply to shotguns used while hunting deer.

Legal firearms used to hunt deer and turkey are listed in the *Spring Turkey Hunting Information* booklet, available at permit vendors in March, and the *Fall Deer & Turkey Hunting Regulations and Information* booklet, available at permit vendors in the summer.

Fully automatic firearms are prohibited for all hunting.

Hunting Game Birds

All legal firearms listed above are allowed for hunting crows. Only shotguns are allowed for hunting other game birds.

Special Provision During the Firearms Deer Season

Except for the muzzleloader portion, other wildlife may be hunted only with a shotgun and shot not larger than No. 4 or a .22 or smaller caliber rimfire rifle. This does not apply to waterfowl hunters, trappers, or to landowners on their land or to lessees on land on which they reside.

Bows, which include, longbows, compound bows and recurve bows, may be used to take wildlife during hunting seasons. Arrows and bolts containing any drug, poison, chemical or explosive are prohibited, but illuminated sights, scopes, quickpoint sights and hand-held string releasing mechanisms may be used.

Atlatl and Slingshot may be used to take wildlife (except deer and turkey) during hunting seasons. Darts containing any drug, poison, chemical or explosive are prohibited.

Motor Driven Conveyances may not be used to take, drive or molest wildlife. Deer may not be hunted from a boat with a motor attached, however, a motor boat may be used to hunt other wildlife if the motor is shut off and the boat's forward progress has stopped.

Artificial Lights may be used only to hunt bullfrogs and green frogs, or to hunt raccoons and other furbearing animals when treed with the aid of dogs. Using lights or any other night vision equipment to search for, spot, light, harass or disturb other wildlife is a violation of the *Wildlife Code*. This rule does not apply to landowners or lessees on property under their control.

Public Roadways

You may not take any wildlife from or across a public roadway with a firearm, bow or crossbow. A Conibear-type trap may be used adjacent to public roadways only if set underwater in permanent waters.

Poisons and Tranquilizing Drugs may not be used to take wildlife.

Electronic Calls may be used to pursue and take crows or furbearers only, but without the aid of an artificial light or night-vision equipment. Mouth and hand calls may be used any time. Electronic calls or electronically activated calls may not be used or possessed while hunting species other than crows or furbearers.

Giving Away Wildlife

You may give wildlife to another person, but it will continue to be a part of your daily limit for the day when taken. Deer and turkey must be labeled with your full name, address, date taken and Telecheck confirmation number. All other wildlife must be labeled with your full name, address, permit number, species and the date taken. Wildlife received as a gift will be included in the possession limit of the person you give it to.

Wildlife Identification

You must keep any wildlife you take separate or identifiable from that of any other hunter.



Baiting Not Allowed

Migratory birds, turkey and deer may not be hunted with the aid of bait. An area is considered baited for 10 days following complete removal of the bait. It is legal, however, to hunt over food plots. For complete baiting rules, see special deer, turkey and migratory bird hunting regulation brochures.

Possessing, Transporting, Storing Wildlife

You can possess and transport wildlife as part of your personal baggage. It may be stored at your home, camp, place of lodging or in a commercial establishment. If you store wildlife other than deer or turkey taken in Missouri, it must have the owner's full name, address, permit number, species and the date it was placed in storage. If you transport wildlife, it must have the full name, address and permit number of the taker and the date it was taken. Commercially processed deer must be claimed or stored by the owner by May 1 following the season taken or the owner shall be in violation.

Deer and turkey taken in Missouri must be labeled with the full name and address of the taker, the date taken and the Telecheck confirmation number.

Unless federal regulations prohibit, you may buy, sell or barter feathers, squirrel pelts, rabbit pelts, groundhog pelts, turkey bones, turkey heads, deer heads, antlers, hides or feet. They must be accompanied by a bill of sale showing the seller's full name, address and the number and species of the parts, and the full name and address of the buyer. Wildlife and wildlife parts, after mounting or tanning, also may be bought and sold.

People who receive or purchase deer heads or antlers attached to the skull plate must keep the bill of sale as long as the heads or antlers are in their possession. The bill of sale must include the transaction date and a signed statement from the sellers attesting that the deer heads and antlers were, to their knowledge, taken legally.

For your safety, you are urged to wear hunter orange whenever you are hunting.

To comply with regulations, however, you **must** wear a hunter-orange outer garment and cap when:

- firearms deer hunting
- hunting small game and furbearers in any area where hunting deer with centerfire firearms is allowed. Hunter orange is not required for small game hunters during the muzzleloader portion of the firearms deer season.
- archery hunting during the youth portion and antlerless portion (in open counties) of the firearms deer season.

Camouflage orange garments do not meet the hunter-orange requirement. For other hunter-orange regulations, see the *Fall Deer & Turkey Hunting Regulations and Information* booklet, available in the summer.

Deer Hunting

Missouri has two deer hunting seasons: firearms and archery. The archery season is in two segments, and the firearms season consists of five portions: urban counties, youth, November, muzzleloader and antlerless.

During the 2007 firearms season, hunters took 260,162 deer, the state's third largest harvest.

The November portion of the 2008 firearms season begins Nov. 15. The end of that portion and the rest of the season dates and regulations will be announced the summer before the season. For details, see the *Fall Deer & Turkey Hunting Regulations and Information* booklet, which is available in the summer from permit vendors, Conservation Department offices and online.

Managed Deer Hunts:

Missouri has many special modern firearms, shotgun, archery and muzzleloading firearms managed hunts during fall and winter. Hunters permanently confined to a wheelchair may participate in more than one managed deer hunt. Applications are accepted from July 1 to Aug. 15. Hunters are selected by computerized random drawing for the number of available hunting slots. This year, weighted random selection will begin. See *Fall Deer & Turkey Hunting Regulations and Information* booklet or mdc.mo.gov for details on managed hunts and the selection process.

Furbearer Hunting

Coyote taken with hunting permit

Season: All year, except coyotes may NOT be hunted during daylight hours from April 1 through April 20, and may not be hunted at all during the spring turkey season from April 21 through May 11. See the *Fall Deer & Turkey Hunting Regulations and Information* booklet, which is available in the summer, for additional limitations during firearms deer season.

Daily bag limit: any number

Possession bag limit: any number

Badger, bobcat, gray fox, red fox, opossum, raccoon and striped skunk taken with a hunting permit

Season: Nov. 15, 2008—Jan. 31, 2009

Daily bag limit: any number

Possession bag limit: any number

Note: The pelts of bobcats taken by hunting and trapping must be delivered to an agent of the Conservation Department for registration or tagging.

See page 24. After pelts are tagged, they can be possessed by the taker throughout the year.

Your purchase of hunting and fishing equipment and motorboat fuels supports wildlife and sport fish restoration and boating access facilities.



Groundhog Hunting

Season: May 12—Dec. 15, 2008

Daily bag limit: any number

Possession bag limit: any number

Note: Groundhog pelts can be possessed and sold throughout the year.

See below for regulations on using cage-type traps.

Rabbit Hunting

Jackrabbits are protected at all times and may not be hunted or trapped. Cottontail and swamp rabbits may be hunted according to the following.

Season: Oct. 1, 2008—Feb. 15, 2009

Shooting hours: sunrise to sunset

Daily bag limit: 6 (*only 2 may be swamp rabbits*)

Possession bag limit: 12 (*only 4 may be swamp rabbits*)

See below for regulations on using cage-type traps.

Squirrel Hunting

Season: May 24, 2008—Feb. 15, 2009

Daily bag limit: 6

Possession bag limit: 12

See below for regulations on using cage-type traps.

Use of cage-type traps with hunting permit

In addition to prescribed hunting methods, you may take groundhogs, squirrels and rabbits with a cage-type trap at any hour during that species' open hunting season if you possess a hunting permit.

The cage-type trap must:

- be labeled with your full name and address
- be attended daily, and
- have an opening 144 square inches or smaller.

Bullfrog and Green Frog Hunting

Season: June 30 at sunset—Oct. 31, 2008

For sunset time on June 30, see note on page 19.

Daily bag limit: 8

Only the daily limit may be possessed on the waters and banks of waters where daily limits apply.

Possession bag limit: 16

Methods: .22 or smaller caliber rimfire rifle or pistol, pellet gun, bow, crossbow, or by hand or handnet.

Crow Hunting

Season: Nov. 1, 2008—March 3, 2009

Shooting hours: 1/2 hour before sunrise to sunset

Daily bag limit: any number

Possession bag limit: any number

Migratory Bird and Waterfowl Hunting

Doves, rail, snipe, teal, woodcock, ducks and geese seasons, limits and other regulations are set by the Conservation Commission after the federal regulations are announced in late summer or early fall. Special regulation booklets for migratory birds and waterfowl will be available at permit vendors and online.

Hunting hours for migratory game birds are 1/2 hour before sunrise to sunset. However, during teal season, teal hunting hours are sunrise to sunset.

Pheasant Hunting

Only male pheasants may be taken. A foot or fully feathered head must be left attached to pheasants during transportation and storage. No pheasant may be in the immediate possession of persons while hunting other wildlife in counties or portions of counties closed to pheasant hunting.

Youth-only season in North Zone: Oct. 25—26, 2008

Open to youth age 6 through 15. Youths who are not hunter-ed certified must hunt in the immediate presence of a properly licensed adult, however, the adult may not hunt pheasants.

Daily bag limit: 2

Possession bag limit: 4

North zone season: Nov. 1, 2008—Jan. 15, 2009

Daily bag limit: 2

Possession bag limit: 4

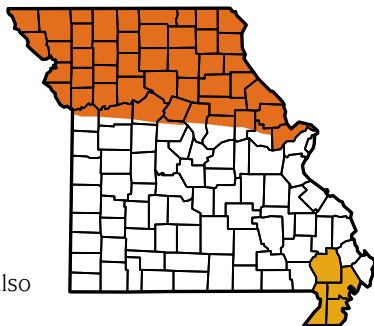
Southeast zone season: Dec. 1—12, 2008

Daily bag limit: 1

Possession bag limit: 1

■ **North Zone:** Open north of Interstate 70, and also in the portion of St. Charles County south of Interstate 70.

■ **Southeast Zone:** Dunklin, New Madrid, Pemiscot and Stoddard counties.





Quail Hunting

Youth-only season: Oct. 25—26, 2008

Open to youth age 6 through 15. Youths who are not hunter-ed certified must hunt in the immediate presence of a properly licensed adult, however, the adult may not hunt quail.

Daily bag limit: 8

Possession bag limit: 16

Regular season: Nov. 1, 2008—Jan. 15, 2009

Daily bag limit: 8

Possession bag limit: 16

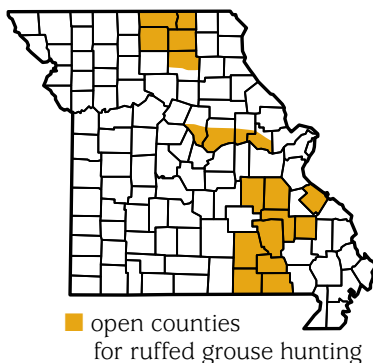
Ruffed Grouse Hunting

Season: Oct. 15, 2008—Jan. 15, 2009

Daily bag limit: 2

Possession bag limit: 4

Open in those parts of Boone, Callaway, Montgomery and Warren counties south of Interstate 70, in that part of Macon County north of U.S. Highway 36, and in Adair, Carter, Crawford, Iron, Madison, Oregon, Putnam, Reynolds, Ripley, Ste. Genevieve, Shannon, Sullivan, Schuyler and Washington counties.



Conservation Department areas have special hunting and trapping regulations, which can be found online at mdc.mo.gov/atlas.

Turkey Hunting

Missouri has four seasons for hunting turkey. For more details on season dates, limits and other information, pick up a copy of the *Spring Turkey Hunting Information* booklet, which is available in March, and the *Fall Deer & Turkey Hunting Regulations and Information* booklet, which is available in the summer, from permit vendors, Conservation Department offices and online. Possession of electronic calls is prohibited while hunting turkeys.

Youth Spring Turkey Season: April 12-13, 2008
(*for residents ages 6 through 15 only*)

Season limit: 1 male turkey or turkey with visible beard

Spring Turkey Season: April 21—May 11, 2008

Season limit: 2 male turkeys or turkeys with visible beard (Only one may be taken in the first week. During the second and third weeks, one may be taken per day for a total of 2 birds for the season.)

Fall Firearms (shotgun) Turkey Season: Oct. 1—31, 2008

Season limit: 2 turkeys of either sex; may be taken on same day

Fall Archery Turkey Season: Sept. 15, 2008—Jan. 15, 2009

(*excluding the dates of the November portion of the firearms deer season, which will be announced this summer*)



SUNRISE AND SUNSET AT JEFFERSON CITY, MO

Central Standard Time *

	March 2008		April 2008		May 2008		Sept. 2008		Oct. 2008	
DAY	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.
1	6:40	6:02	6:53	7:33	6:11	8:01	6:38	7:38	7:05	6:51
2	6:39	6:03	6:51	7:34	6:10	8:02	6:39	7:36	7:06	6:49
3	6:37	6:04	6:50	7:35	6:09	8:03	6:40	7:35	7:07	6:48
4	6:36	6:05	6:48	7:35	6:08	8:04	6:41	7:33	7:08	6:46
5	6:34	6:06	6:47	7:36	6:06	8:05	6:42	7:32	7:09	6:45
6	6:33	6:07	6:45	7:37	6:05	8:06	6:43	7:30	7:10	6:43
7	6:31	6:08	6:44	7:38	6:04	8:07	6:44	7:29	7:11	6:42
8	6:30	6:09	6:42	7:39	6:03	8:08	6:45	7:27	7:12	6:40
9	7:28	7:10	6:41	7:40	6:02	8:09	6:45	7:26	7:12	6:39
10	7:27	7:11	6:39	7:41	6:01	8:10	6:46	7:24	7:13	6:37
11	7:25	7:12	6:38	7:42	6:00	8:10	6:47	7:22	7:14	6:36
12	7:24	7:13	6:36	7:43	5:59	8:11	6:48	7:21	7:15	6:34
13	7:22	7:14	6:35	7:44	5:58	8:12	6:49	7:19	7:16	6:33
14	7:21	7:15	6:33	7:45	5:57	8:13	6:50	7:18	7:17	6:31
15	7:19	7:16	6:32	7:46	5:57	8:14	6:51	7:16	7:18	6:30
16	7:18	7:17	6:31	7:47	5:56	8:15	6:52	7:14	7:19	6:28
17	7:16	7:18	6:29	7:48	5:55	8:16	6:52	7:13	7:20	6:27
18	7:15	7:19	6:28	7:49	5:54	8:17	6:53	7:11	7:21	6:26
19	7:13	7:20	6:26	7:50	5:53	8:18	6:54	7:10	7:22	6:24
20	7:11	7:21	6:25	7:51	5:53	8:18	6:55	7:08	7:23	6:23
21	7:10	7:22	6:24	7:52	5:52	8:19	6:56	7:06	7:24	6:22
22	7:08	7:23	6:22	7:53	5:51	8:20	6:57	7:05	7:25	6:20
23	7:07	7:24	6:21	7:54	5:51	8:21	6:58	7:03	7:26	6:19
24	7:05	7:25	6:20	7:54	5:50	8:22	6:59	7:02	7:27	6:18
25	7:04	7:26	6:18	7:55	5:49	8:22	7:00	7:00	7:28	6:16
26	7:02	7:27	6:17	7:56	5:49	8:23	7:00	6:59	7:30	6:15
27	7:01	7:28	6:16	7:57	5:48	8:24	7:01	6:57	7:31	6:14
28	6:59	7:29	6:15	7:58	5:48	8:25	7:02	6:55	7:32	6:13
29	6:58	7:30	6:13	7:59	5:47	8:25	7:03	6:54	7:33	6:12
30	6:56	7:31	6:12	8:00	5:47	8:26	7:04	6:52	7:34	6:10
31	6:54	7:32			5:46	8:27			7:35	6:09

* Sunrise and sunset from March 9 to Nov. 1 have been converted to Daylight-Saving Time.



	Nov. 2008		Dec. 2008		Jan. 2009		Feb. 2009		
DAY	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	Rise A.M.	Set P.M.	<p>These tables are for Jefferson City and points on the same longitude north and south. For locations east, subtract one minute for each 13.5 miles of airline distance. For locations west, add one minute for each 13.5 miles. For example, St. Louis is 106 miles east: subtract 8 minutes; Kansas City is 133 miles west: add 10 minutes.</p> <p>Note: The season for bullfrogs and green frogs begins June 30, 2008, at sunset, which is 8:37 p.m. Daylight-Saving Time in JeffersonCity.</p>
1	7:36	6:08	7:08	4:48	7:26	4:59	7:14	5:31	
2	6:37	5:07	7:09	4:48	7:27	5:00	7:13	5:32	
3	6:38	5:06	7:10	4:48	7:27	5:00	7:12	5:33	
4	6:39	5:05	7:11	4:47	7:27	5:01	7:11	5:35	
5	6:40	5:04	7:12	4:47	7:27	5:02	7:10	5:36	
6	6:41	5:03	7:12	4:47	7:27	5:03	7:09	5:37	
7	6:42	5:02	7:13	4:47	7:27	5:04	7:08	5:38	
8	6:44	5:01	7:14	4:47	7:27	5:05	7:07	5:39	
9	6:45	5:00	7:15	4:48	7:26	5:06	7:06	5:40	
10	6:46	4:59	7:16	4:48	7:26	5:07	7:05	5:41	
11	6:47	4:58	7:17	4:48	7:26	5:08	7:04	5:43	
12	6:48	4:58	7:17	4:48	7:26	5:09	7:03	5:44	
13	6:49	4:57	7:18	4:48	7:26	5:10	7:02	5:45	
14	6:50	4:56	7:19	4:49	7:25	5:11	7:00	5:46	
15	6:51	4:55	7:19	4:49	7:25	5:12	6:59	5:47	
16	6:52	4:55	7:20	4:49	7:24	5:13	6:58	5:48	
17	6:53	4:54	7:21	4:49	7:24	5:14	6:57	5:49	
18	6:54	4:53	7:21	4:50	7:24	5:15	6:55	5:50	
19	6:56	4:53	7:22	4:50	7:23	5:16	6:54	5:51	
20	6:57	4:52	7:22	4:51	7:23	5:17	6:53	5:52	
21	6:58	4:51	7:23	4:51	7:22	5:19	6:52	5:54	
22	6:59	4:51	7:23	4:52	7:22	5:20	6:50	5:55	
23	7:00	4:50	7:24	4:52	7:21	5:21	6:49	5:56	
24	7:01	4:50	7:24	4:53	7:20	5:22	6:48	5:57	
25	7:02	4:50	7:25	4:54	7:20	5:23	6:46	5:58	
26	7:03	4:49	7:25	4:54	7:19	5:24	6:45	5:59	
27	7:04	4:49	7:25	4:55	7:18	5:25	6:43	6:00	
28	7:05	4:49	7:26	4:56	7:17	5:27	6:42	6:01	
29	7:06	4:48	7:26	4:56	7:17	5:28			
30	7:07	4:48	7:26	4:57	7:16	5:29			
31			7:26	4:58	7:15	5:30			

To calculate the sunrise and sunset times in your area, see the U.S. Naval Observatory web site: aa.usno.navy.mil/



The new Apprentice Hunter Authorization provides another opportunity for experienced hunters to share their knowledge of the outdoors with novice hunters.

New Mentoring Option Available for Apprentice Hunters

Would you like to share those quiet mornings in the woods with a good friend or a spouse who has never hunted before? You know they would love it, but you can't get them to invest the time to take the hunter education course.

To help introduce adults to hunting, the Conservation Department now allows hunters age 16 and older who are not hunter-ed certified to hunt with firearms, as long as they:

- first purchase the new Apprentice Hunter Authorization for \$10
- then purchase a firearms hunting permit for the season they want to hunt; for example a Spring Turkey Hunting Permit
- hunt in the immediate presence of a properly licensed hunter 21 years old or older who is hunter-ed certified. The mentor must have a filled or unfilled permit for the prescribed season.

Note: The Apprentice Hunter Authorization allows the holder to purchase firearms permits throughout the permit year, and it can be purchased for two consecutive permit years. After the second year, the apprentice hunter will be required to become hunter-ed certified if he or she wants to continue hunting on a firearms permit.

Missouri is a leader in hunter recruitment, and the Apprentice Hunter Authorization is just one more tool to help you share your hunting knowledge and tradition with your friends and family. Before next year's spring turkey season, encourage your apprentices to attend a hunter-ed class or take the new online course available this summer.

Need a Map?

For Conservation Department land:

■ Missouri Department of Conservation
P.O. Box 180, Jefferson City, MO 65102-0180
573/751-4115
mdc.mo.gov/atlas

■ Conservation areas through Google Earth's
satellite images and maps
mdc.mo.gov/11017

For U.S. Forest Service land:

Mark Twain National Forest, U.S. Forest Service
401 Fairgrounds Road, Rolla, MO 65401
573/364-4621; www.fs.fed.us/r9/forests/marktwain/maps/

For federal lakes and associated lands:

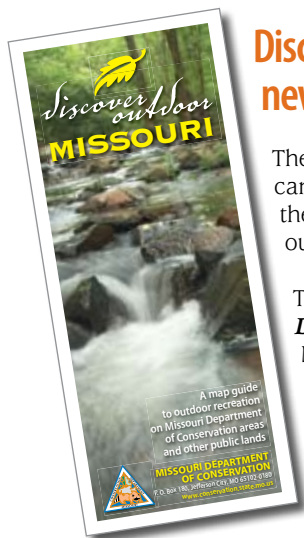
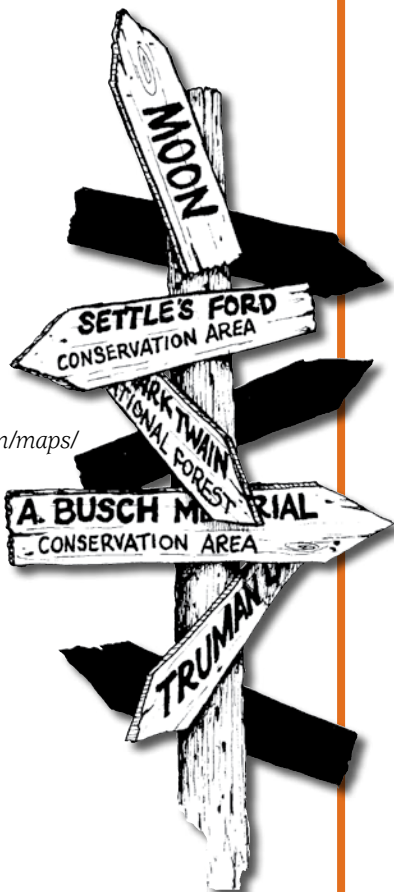
U.S. Army Corps of Engineers
700 Federal Building, Kansas City, MO 64106
816/983-3631; www.usace.army.mil

For topographic maps:

Missouri Department of Natural Resources
Division of Geology & Land Survey
ATTN: Maps & Publications
P.O. Box 250, Rolla, MO 65402
573/368-2125; dnr.mo.gov/geology

For aerial photographs:

Farm Service Agency office in the county
where the land is located; www.fsa.usda.gov



Discover a new place to hunt

The Conservation Department has a free map that can guide you to conservation areas throughout the state. Consult it whenever you are planning an outdoor adventure.

To get a copy, just write to
Discover Outdoor Missouri map,
Missouri Department of Conservation,
P.O. Box 180,
Jefferson City, MO 65102-0180.

Sharing your harvest

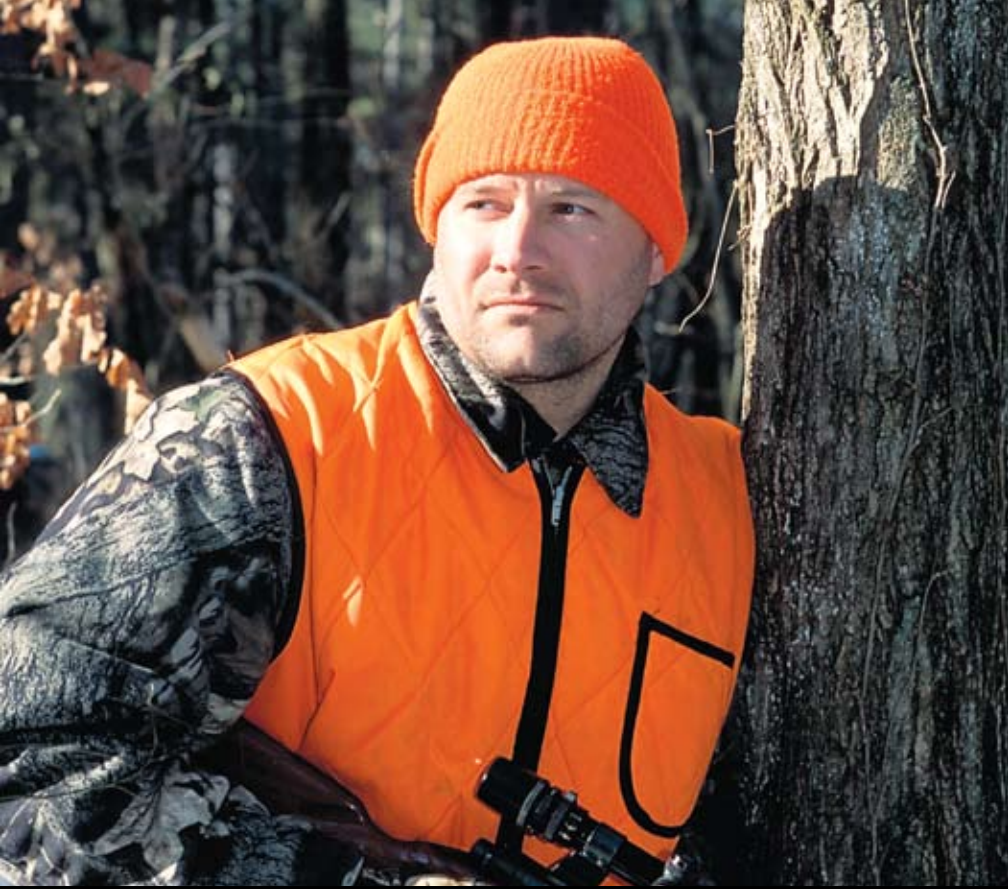
Part of the joy of hunting is enjoying venison the rest of the year. If you know that your deer will provide you with more venison than you can use, you can donate a portion of that deer to the needy through the Share the Harvest program. Simply have your deer processed at a participating processor listed in the *Fall Deer & Turkey Hunting Regulations and Information* booklet and let him know what portion you would like to donate to the local food pantry.

Hunters who donate venison are responsible for paying the processing fee. However, a processing payback program may pay some or all of your costs when donating an entire deer. During some portions of the season, full processing is provided to encourage hunters to harvest extra deer in high population areas. Check the *Fall Deer & Turkey Hunting Regulations and Information* booklet and with participating processors in your area for details.

To learn more about the program or to find out how your organization can become a sponsor, contact Conservation Department's Jefferson City administrative office. See page 35.

**For more information about the processing payback program,
call the Conservation Federation at (573) 634-2322
or go to confedmo.org.**



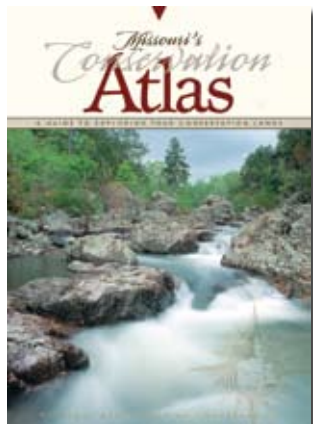


Practice hunter safety at all times.

Wear hunter-orange clothing to be more visible to other hunters. Make sure your firearm is unloaded, except when actually hunting or preparing to shoot, and treat every firearm as though it were loaded.

Looking for a new place to hunt or trap?

The *Missouri's Conservation Atlas: A Guide to Exploring Your Conservation Lands* features more than 900 areas owned, managed or leased by the Department. The color maps include information on recreational opportunities, driving directions, facilities and disabled accessibility. The atlas can be purchased at Department offices and online at mdcnatureshop.com for \$14, plus sales tax and shipping. For individual maps of Department areas, check out the free online atlas at mdc.mo.gov/atlas



Trapping Information

General Provisions:

- The homes, nests or dens of furbearers must not be molested or destroyed.
- No person shall accept payment for furbearers taken by another.
- Wildlife held in traps, snares or cable restraint devices may be killed or removed only by the user.
- Furbearer pelts may be possessed, transported, consigned for processing and sold only by the taker from Nov. 15 through Feb. 15. Beaver pelts may be possessed, transported, consigned for processing and sold by the taker from Nov. 15 through April 10.
- **Date Change!** The Resident Fur Handlers Permit allows trappers from Feb. 16 through June 1 to possess, process, transport and ship pelts they have taken themselves. Pelts sold to fur dealers in Missouri must be fleshed, stretched and dried. See page 7 for more details.
- Bobcats and otters or their pelts must be delivered to an agent of the Conservation Department for registration or tagging before selling, transferring, tanning or mounting by Feb. 15, except otters taken in Zone E must be tagged by March 4. Tagged bobcats, otters or their pelts may be possessed by the taker throughout the year and may be sold only to licensed taxidermists, tanners or fur dealers. It is illegal to purchase or sell untagged bobcats, otters or their pelts. *Tagging tip: To make it easier to tag a pelt without damaging it, put a pencil or stick through the upper lip and eye socket before freezing the skin. The tag can be easily placed in those holes when the pelt is registered.*
- Restrictions on possession do not apply to tanned pelts, mounted specimens or manufactured products.
- Skinned carcasses of legally taken furbearers may be sold throughout the year.
- To see if trapping is allowed on conservation areas, contact the area manager at the regional office. See page 35.

Traps:

- may be placed and set for furbearers at 12:01 a.m. on Nov. 15 and must be removed by midnight of the last day of trapping season.
- must have smooth or rubber jaws only, and may include foot-hold, Conibear or other killing-type, foot-enclosing-type, cage-type, colony traps with openings no greater than 6 inches in height and 6 inches wide, snares set underwater only, and cable restraint devices. You may not use snares in a dry land set or pitfalls, deadfalls or nets.
- must be plainly labeled on durable material with the user's full name and address. Wildlife must be removed or released from traps daily; except for colony and killing-type traps, which must be checked every 48 hours.

- may not be set in paths made or used by people or domestic animals. Killing-type traps may not be set along public roadways, except underwater in permanent waters. Within communities having 10,000 or more inhabitants, only cage-type or foot-enclosing-type traps may be set within 150 feet of any residence or occupied building.
- may be used in conjunction with electronic calls.

Killer or Conibear-type traps:

- with a jaw spread greater than 5 inches may be set underwater, but not in any dry land set.
- with a jaw spread not greater than 8 inches may be set 6 feet or more above ground level in buildings.

Snares must:

- be set underwater.
- have a loop 15 inches or less in diameter when set.
- have a stop device that prevents the snare from closing to less than 2 1/2 inches in diameter.
- made with cable that is between 5/64 inch and 1/8 inch in diameter.
- have a mechanical lock and anchor swivel.

Training required to use cable restraint devices

When used correctly, cable restraint devices hold animals alive and allow trappers to release non-target animals unharmed. The devices can be used to take furbearers from Dec. 15 through Jan. 31 by holders of a Resident Cable Restraint Permit.

To purchase this permit, you must:

- possess a Resident Trapping Permit, unless exempt.
- have successfully completed a cable restraint training course, validated by a certified instructor. For information on the training course, contact a regional office. See page 35.
- Submit application and permit fee to the Jefferson City administrative office. See page 35.

Cable restraint devices must:

- be made of stranded steel cable, not greater than 5 feet long (not including extension, with a diameter of not less than 5/64 inch and equipped with a

commercially manufactured breakaway rated at 350 pounds or less, a relaxing-type lock, a stop device that prevents it from closing to less than 2 1/2 inches in diameter, and an anchor swivel. Note: Compression-type chokes and other mechanically powered springs are prohibited.

- have a loop size of 12 inches diameter or smaller when set.
- have the bottom of the cable loop set at least 6 inches or greater above the ground.
- be anchored solidly or staked in a location not allowing entanglement.
- be checked daily.

Cable restraint devices must NOT be:

- capable of extending to within 12 inches of a fence.
- set using a drag.
- set with a kill-pole.
- used within 150 feet of any dwelling or driveway leading to a dwelling.

Date change!

Trappers may not possess live coyotes, red fox and gray fox after Feb. 15.

Trapping Seasons/Limits

Badger, bobcat, coyote, gray fox, red fox, mink, opossum, raccoon, striped skunk season: Nov. 15, 2008—Jan. 31, 2009

Daily bag limit: Any number

Possession bag limit: Any number

Bobcat pelts must be registered or tagged. See page 24.

Rabbit season: Nov. 15, 2008—Jan. 31, 2009

Daily bag limit: 6

Possession bag limit: 12

Daily limit includes no more than 2 swamp rabbits; possession limit includes no more than 4 swamp rabbits. Carcasses may not be sold. Jackrabbits may not be taken at any time. Also see hunting regulations on page 14.

Beaver and nutria season: Nov. 15, 2008—March 31, 2009

Daily bag limit: Any number

Possession bag limit: Any number

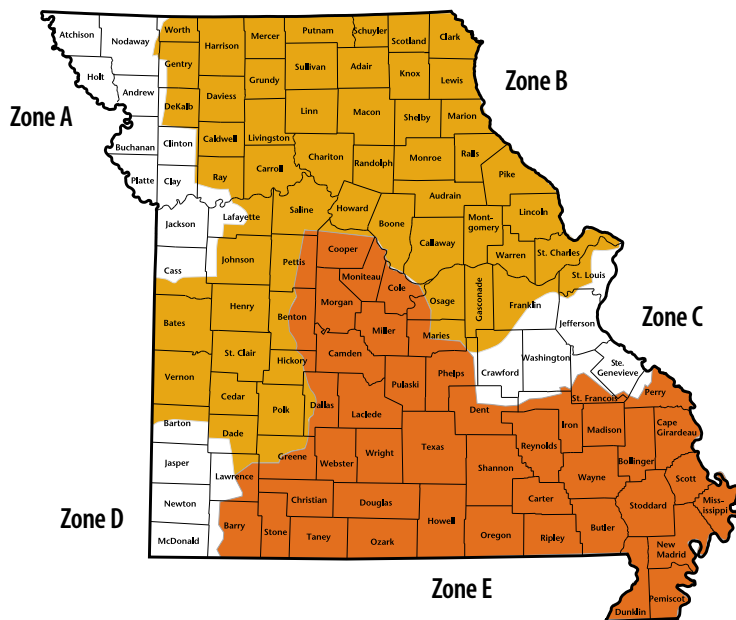
Killer or Conibear-type traps with a jaw spread less than 8 inches and foothold traps with an inside width at jaw post less than 6 inches are prohibited for trapping beavers after Jan. 31 in otter zones A, B, C and D and after Feb. 20 in otter zone E.

Weasels and spotted skunks may not be taken.

Otter and Muskrat Trapping Zones

Missouri is divided into five zones for otters and muskrats. Properly licensed trappers may take the limit of these species in each zone.

	<i>Zones</i>	<i>Season dates</i>	<i>Otter season limit</i>	<i>Muskrat season limit</i>
	A, C, D	Nov. 15-Jan. 31	5	Any number
	B	Nov. 15-Jan. 31	20	Any number
	E	Nov. 15- Feb. 20	Any number	Any number



Zone A: That portion of northwest Missouri from the Iowa border and west of a line running south on Worth County Hwy. F to Mo. Hwy. 46; south on Mo. Hwy. 46 to U.S. Hwy. 136; south on U.S. Hwy. 136 to U.S. Hwy. 169; south on U.S. Hwy. 169 to Mo. Hwy. 31; south on Mo. Hwy. 31 to U.S. Hwy. 36; east on U.S. Hwy. 36 to U.S. Hwy. 69; south on U.S. Hwy. 69 to Mo. Hwy. 10; east on Mo. Hwy. 10 to Mo. Hwy. 13; south on Mo. Hwy. 13 to Interstate Hwy. 70; west on I-70 to Mo. Hwy. 131; south on Mo. Hwy. 131 to Mo. Hwy. 2; west on Mo. Hwy. 2 to the Kansas line.

Zone B: That portion of Missouri north of a line running west from the Illinois border on Interstate Hwy. 270 to Interstate Hwy. 44; west on I-44 to Mo. Hwy. 68; east of a line running north on Mo. Hwy. 68 to Mo. Hwy. 63; north on Mo. Hwy. 63 to the north bank of the Missouri River; north of a line running west on the Missouri River to Interstate Hwy. 70; west on I-70 to Mo. Hwy. 65; west of a line running south on Mo. Hwy. 65 to Interstate Hwy. 44; north of a line running west on I-44 to Mo. Hwy. 39; north on Mo. Hwy. 39 to U.S. Hwy. 160; north of line running west on U.S. Hwy. 160 to the Kansas line; and south of a line running east from the Kansas line on Mo. Hwy. 2 in Cass County to Mo. Hwy. 131; east of a line running north on Mo. Hwy. 131 to Interstate Hwy. 70; south of a line running east on I-70 to Mo. Hwy. 13; east of a line running north on Mo. Hwy. 13 to Mo. Hwy. 10; north of a line running west on Mo. Hwy. 10 to U.S. Hwy. 69; east of a line running north U.S. Hwy. 69 to U.S. Hwy. 36; north of a line running west on U.S. Hwy. 36 to Mo. Hwy. 31; east of a line running north on Mo. Hwy. 31 to U.S. Hwy. 169; north on U.S. Hwy. 169 to U.S. Hwy. 136; north on U.S. Hwy. 136 to Mo. Hwy. 46; north on Mo. Hwy. 46 to Worth County Hwy. F; north on Worth County Hwy. F to the Iowa border.



Zone C: That portion of eastern Missouri east and south of a line running west from the Illinois border on Interstate Hwy. 270 to Interstate Hwy. 44; west on I-44 to Mo. Hwy. 68; south on Mo. Hwy. 68 to Mo. Hwy. 32; and north of a line comprised of Mo. Hwy. 32 east to U.S. Hwy. 67; south on U.S. Hwy. 67 to St. Francis County Hwy. OO; south on St. Francis County Hwy. OO to St. Francis County Hwy. T; east on St. Francis County Hwy. T to Mo. Hwy. 51; and west of Mo. Hwy. 51 to the Illinois line.

Zone D: That portion of southwest Missouri west and south of a line running north from the Arkansas border on Mo. Hwy. 37 to U.S. Hwy. 60; east on U.S. Hwy. 60 to Mo. Hwy. 39; north on Mo. Hwy. 39 to U.S. Hwy. 160; west on U.S. Hwy. 160 to the Kansas line.

Zone E: That portion of south Missouri east and south of a line running north from the Arkansas border on Mo. Hwy. 37 to U.S. Hwy. 60; east on U.S. Hwy. 60 to Mo. Hwy. 39; north on Mo. Hwy. 39 to Interstate Hwy. 44; east on I-44 to U.S. Hwy. 65; east of a line running north on U.S. Hwy. 65 to Interstate Hwy. 70; south of a line running east on I-70 to the north bank of the Missouri River; east on the Missouri River to U.S. Hwy. 63; south on U.S. Hwy. 63 to Mo. Hwy. 68; south on Mo. Hwy. 68 to Mo. Hwy. 32; and south of a line comprised of Mo. Hwy. 32 to U.S. Hwy. 67; south on U.S. Hwy. 67 to Mo. Hwy. 32; east on Mo. Hwy. 32 to St. Francis County Hwy. OO; south on St. Francis County Hwy. OO to St. Francis County Hwy. T; east on St. Francis County Hwy. T to Mo. Hwy. 51; and south and east of Mo. Hwy. 51 to the Illinois line.

Poachers lose privileges across state lines

Missouri is a member of the Interstate Wildlife Violator's Compact, an agreement whereby 27 participating states share information about game law violators and honor each other's decisions to deny permits to perennial poachers.

In the past, poachers whose hunting, fishing or trapping privileges were suspended in one state could drive to another state and purchase a permit.

Now, if your permit is revoked in Missouri, you will lose privileges in Arizona, California, Colorado, Florida, Georgia, Idaho, Illinois, Indiana, Iowa, Kansas, Maryland, Michigan, Minnesota, Mississippi, Montana, Nevada, New Mexico, New York, North Dakota, Ohio, Oregon, South Dakota, Tennessee, Utah, Washington and Wyoming. Missouri, in turn, will honor revocations in these same states.

Operation Game Thief/ Forest Arson



Each conservation agent has about 444 square miles to oversee—obviously, a large area for just one pair of eyes. Citizen response is the key to reducing wildlife law violations in any given area.

Operation Game Thief and Operation Forest Arson are privately funded programs to help combat poaching and arson-caused forest fires in Missouri. Rewards are available for information leading to the arrest of game law violators and forest arsonists.

If you see a possible violation in progress, call your county conservation agent immediately or dial the toll-free hotline number below:

1-800-392-1111

All information is kept in strict confidence. Desirable information includes names of violators, vehicle description and license number, as well as the violation location.

Help put game thieves and fire setters out of business.

Sponsored by the Conservation Federation of Missouri, the Missouri Department of Conservation and the U.S. Forest Service.

Help Stop Feral Hogs

Since the days of open range, a few Missouri counties have had populations of domestic wild hogs. In recent years those hogs have been crossed with the European boar strain to produce animals that reproduce prolifically and have strong survival instincts that make them especially wary. Today small, isolated populations of feral hogs have been sighted primarily south of Highway 50, with estimated numbers of more than 5,000.



Feral hogs

- can be aggressive and may attack, especially when protecting their young.
- spread diseases to humans, pets and domestic animals.
- damage crops, vineyards and forest land.
- contribute to soil erosion and siltation of streams.
- destroy natural communities.
- compete with native wildlife, such as turkeys, for food.
- eat anything they can catch, including reptiles, amphibians, deer fawns, bird eggs and newly born livestock.

How hunters can help

Intense hunting pressure has helped reduce the number of feral hogs in Missouri. However, because of high reproductive rates of around 12 piglets a year. Populations grow rapidly if left unchecked. It is legal to kill feral hogs on your own property and on public lands where allowed. Help from hunters is especially critical on public lands. Private landowners often take care of their own problems.

A feral hog is defined as any hog, including Russian and European wild boar, that is not conspicuously identified by ear tags or other forms of identification and is roaming freely upon public or private lands without the landowner's permission. If you kill a feral hog that meets the above definition on public land or on private land where you have permission to hunt, you are not liable for the loss of the animal if someone claims ownership.

- If you see a feral hog while hunting other game, **shoot it on sight!**
- If you see someone releasing hogs, report them immediately.

Remember It is illegal to release feral hogs in Missouri. Call Operation Game Thief toll-free at 1-800-392-1111 if you see someone releasing hogs.

Feral hog tips

- Feral hogs are not native to Missouri, and can be taken in any number at any time. Before shooting, however, be certain the hog is feral and is not escaped livestock.
- No permit is needed to pursue feral hogs except during deer and turkey seasons. See deer and turkey regulation booklets for details.
- Because feral hogs move frequently in response to hunting pressure and food sources, local conservation agents cannot provide specific site locations.
- Most opportunities to shoot feral hogs are limited to public lands in Mark Twain National Forest and in Phelps, Pulaski, Texas, Iron, Reynolds, Barry and Stone counties; and U.S. Army Corps of Engineers properties around Stockton, Truman, Wappapello and Table Rock lakes. Check with area managers for special regulations.
- For best results, use a repeating firearm suitable for deer hunting. If using muzzleloaders or bows, hunt from tree stands for extra safety.
- Wear plastic or rubber gloves while dressing wild hogs. Bury the offal to prevent disease to other animals.
- Don't feed raw meat or organs to pets or livestock.
- As with all pork, cook the meat thoroughly before eating.
- If you kill a hog, collect the blood in a small, clean jar and send to the Missouri Department of Agriculture Animal Health Laboratory, 216 El Mercado Plaza, P.O. Box 630, Jefferson City, MO 65102-0630, for disease testing. Label the jar with your name, address and telephone number, along with the date and location of the kill. You can also get a testing kit from your local conservation agent.
- Report sightings to the Department by calling 573/522-4115, ext. 3147, to the state veterinarian's office at 573/751-3377 or to the USDA Wildlife Service at 573/449-3033.



A cigarette butt here, a food wrapper there, bottles and cans everywhere... Litter is a serious problem all over the state, but you can turn it around. When you're outdoors, be sure you leave no litter behind.

And when you're indoors, visit www.nomoretrash.org to help spread the message and make the dream of a clean, litter-free state come true.

Definitions

- **Antlered Deer:** A deer having at least one antler at least 3 inches long.
- **Atlatl:** A rod or narrow board-like device used to launch, through a throwing motion of the arm, a dart 5 to 8 feet in length. Note: Atlatls may be used for hunting small game. See page 11.
- **Bow:** A device drawn and held by hand and not fastened to a stock nor to any other mechanism that maintains the device in a drawn position. This definition includes longbows, recurve bows and compound bows.
- **Chase or Chased:** The act of using dogs to follow wildlife for the purpose of recreation or dog training, but not for the purpose of catching or taking that wildlife.
- **Days or Dates:** All days and dates are inclusive. A day begins or ends at midnight, unless otherwise specified.
- **Firearm:** Pistols, revolvers and rifles propelling a single projectile at one discharge including those powered by spring, air or compressed gas, and shotguns not larger than 10 gauge.
- **Furbearing Animals, Furbearers:** Badger, beaver, black bear, bobcat, coyote, gray fox, red fox, mink, mountain lion, muskrat, nutria, opossum, raccoon, river otter, spotted skunk, striped skunk and long-tailed weasel. **Note:** Open seasons exist for all furbearers except black bear, mountain lion, spotted skunk and long-tailed weasel.
- **Game Birds:** Coot, crows, ducks, geese, ruffed grouse, Eurasian collared-dove, mourning dove, white-winged dove, ring-necked pheasant, bobwhite quail, rails, snipe, turkey and woodcock.
- **Game Mammals:** Deer, groundhog (woodchuck), cottontail rabbit, jackrabbit, swamp rabbit, fox squirrel, gray squirrel and furbearers as defined above. **Note:** Open seasons exist for all game mammals except jackrabbits, and for all furbearers except black bear, mountain lion, spotted skunk and long-tailed weasel.
- **Lessee:** Any Missouri resident who lives on and leases at least 5 acres of land in one single tract owned by others. This also includes any member of the immediate household whose legal residence is the same as the lessee for at least the past 30 days.
- **Managed Deer Hunt:** A prescribed deer hunt conducted on a designated area, which may include conservation areas, state parks, national wildlife refuges, military bases, private land, and city or county properties.
- **Muzzleloading Firearm:** Any firearm capable of being loaded only from the muzzle.
- **Night-Vision Equipment:** Optical devices (*i.e., binoculars or scopes*) using light amplifying circuits that are electrical or battery-powered.

- **Nonresident Landowner:** Any nonresident of Missouri who is the owner of at least 75 acres in one continuous tract in the state of Missouri, or any member of the immediate household whose legal residence and domicile is the same as the nonresident landowner's for at least the past 30 days. In the case of corporate ownership, only registered officers of corporations meet this definition.
- **Possessed and Possession:** The actual and constructive possession and control of things referred to in the *Wildlife Code*.
- **Public Roadway:** The right of way which is owned either outright or by easement by any public entity, or which is used by the general public for travel and is also regularly maintained by any public entity.
- **Pursue or Pursued:** The act of trying to find, to seek or to search for wildlife for the purpose of taking wildlife.
- **Resident Landowner:** Any Missouri resident who is the owner of at least 5 acres in one single tract. This also includes any member of the immediate household whose legal residence is the same as the landowner for at least the past 30 days. In the case of corporate ownership, only registered officers of corporations meet this definition.
- **Sell:** To offer for sale or to exchange for compensation in any material form.
- **Take or Taking:** Killing, trapping, snaring, netting or capturing any wildlife in any manner; also refers to pursuing, molesting, hunting, wounding; or the placing, setting or use of any device in an attempt to take wildlife; and every act of assistance to every other person in taking or attempting to take any wildlife.

Subscribe to the *Missouri Conservationist*

Bring nature and outdoor recreation into your home with the *Missouri Conservationist*, free to adult Missouri residents. Out-of-state subscriptions are \$7 a year. Foreign subscriptions are \$10 a year. Please include payment with subscription request.

To subscribe, call 573/522-4115, ext. 3856, or send your name, address and payment if required to:
Conservationist Subscription
 Circulation Office, Missouri Department of Conservation
 P.O. Box 180, Jefferson City MO 65102-0180



In-state subscribers can order online at mdc.mo.gov/conmag.

You'll begin receiving the magazine in about 6 to 8 weeks.
(One magazine per household, please.)



If you hit a deer...

Motorists occasionally are involved in accidents with deer in which the deer are killed or seriously injured. If this happens to you:

- Don't approach the animal if it is still alive. An injured deer can be dangerous!
- Contact the county conservation agent, the nearest Conservation Department regional office (see next page for phone numbers), law enforcement officer of the county or city where the accident occurred, or call the Missouri Department of Transportation at its toll-free number 1-888-275-6636.



Waterfowl hunting can be found on the Conservation Department's wetland areas. For location and availability of waterfowl blinds, contact the office in the region in which you want to hunt.

Regional Offices

Administrative Office

P.O. Box 180 (zip 65102)
2901 W. Truman Blvd.
Jefferson City 65109
573/751-4115
Fax: 573/751-4467

Kansas City

3424 N.W. Duncan
Road
Blue Springs 64015
816/655-6250
Fax: 816/655-6256

Ozark

551 Joe Jones Blvd.
P.O. Box 138
West Plains 65775
417/256-7161
Fax: 417/256-0429

Northwest

701 James McCarthy Drive
St. Joseph 64507
816/271-3100
Fax: 816/271-3107

Central

1907 Hillcrest Drive
Columbia 65201
573/884-6861
Fax: 573/882-9807

Southwest

2630 N. Mayfair
Springfield 65803
417/895-6880
Fax: 417/895-6910

Northeast

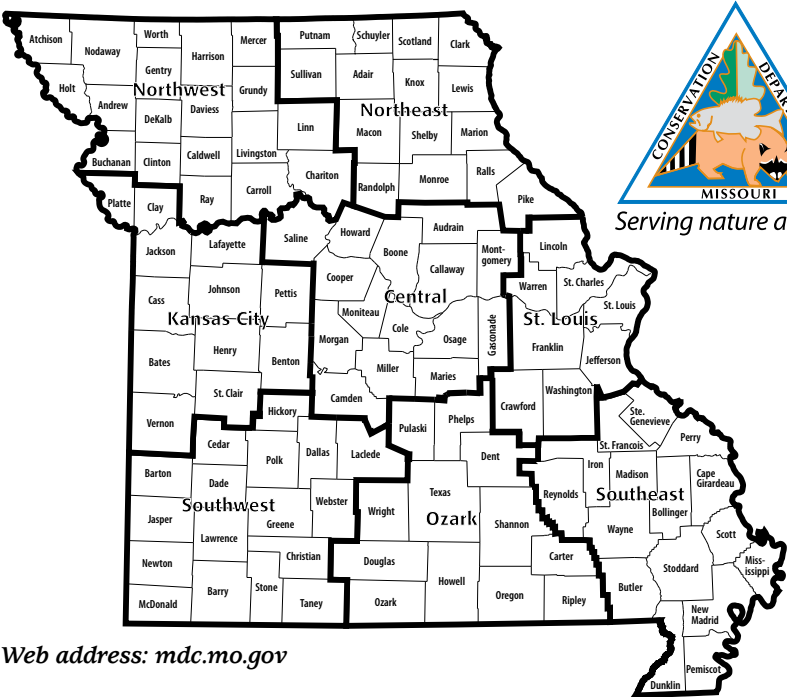
3500 S. Baltimore
Kirksville 63501
660/785-2420
Fax: 660/785-2553

St. Louis

2360 Highway D
St. Charles 63304
636/441-4554
Fax: 636/926-9125

Southeast

2302 County Park Drive
Cape Girardeau 63701
573/290-5730
Fax: 573/290-5736



Web address: mdc.mo.gov

Equal opportunity to participate in and benefit from programs of the Missouri Department of Conservation is available to all individuals without regard to their race, color, national origin, sex, age or disability. Questions should be directed to the Department of Conservation, P.O. Box 180, Jefferson City, MO 65102, (573) 751-4115 (voice) or 800-735-2966 (TTY), or to the U.S. Fish and Wildlife Service Division of Federal Assistance, 4401 N. Fairfax Drive, Mail Stop: MBSP-4020, Arlington, VA 22203.

ATVs Users: Don't risk losing your fishing & hunting privileges

It is illegal for anyone (except landowners and lessees on land they own or lessee and certain agricultural workers) to drive ATVs in Missouri's streams and rivers unless the ATV is on a crossing that is part of the highway system. Violators could lose their fishing and hunting privileges.

Using ATVs and Horses on Conservation Department Areas

Any vehicle use is restricted to graveled and paved road and established parking areas, unless otherwise posted.

Horses and horseback riding are permitted only on trails designated for their use and on roads and trails open to vehicular traffic, unless otherwise posted. For more information, contact the area manager. See page 35.

Using ATVs, Horses and Motorcycles in Mark Twain National Forest

In Mark Twain National Forest, you may ride on any open, numbered Forest Service road in counties where all-terrain-vehicle county permits are issued, provided you abide by Missouri state motor vehicle regulations. Forest Service maps showing numbered Forest Service roads may be purchased at any Forest Service office for \$6 each or by contacting:

Mark Twain National Forest
401 Fairgrounds Road, Rolla, MO 65401
(573) 364-4621

www.fs.fed.us/r9/forests/marktwain

Not all open roads appear on maps. Some roads may be closed to ATV use. You also may ride on designated motorcycle and ATV trails at Chadwick Motorcycle and ATV Use Area in Christian County and at Sutton Bluff Motorcycle and ATV Use area in Reynolds County if you have a Forest Service permit. Daily permits are \$5; annual permits \$35 and are available at the Salem and Ava District offices and at businesses near trail areas.

Equestrian use is permitted on most of the 700 miles of Mark Twain National Forest trails. Equestrian use of roads and two track trails also is permitted. Use the "Tread Lightly" ethic to travel and recreate with minimum impact. See www.treadlightly.org.

Hunters with limited mobility can use the Conservation Department's disabled-accessible hunting areas. For a comprehensive list of these areas and other facilities around the state, write for the free booklet: "Disabled-accessible Outdoors," P.O. Box 180, Jefferson City, MO 65102-0180.





A Hunter's Responsibilities

The future of hunting is in your hands. To protect your sport you should always:

- Obtain permission from landowners if you hunt on private land.
- Remember landowners are your hosts. Follow their advice on where to hunt and offer to share your game with them.
- Invite landowners to hunt with you.
- Hunt only in areas designated by the landowner and observe safety zones around buildings and livestock.
- Respect the landowner's equipment, livestock and fences. Leave gates as you find them. Notify the landowner about damage you see.
- Obey firearms safety rules and game laws and insist that your companions do likewise.
- Control your dog, stay out of unharvested crops, and do not litter.
- Make every effort to find wounded animals, and clean and care for game properly.
- Acquire the skills and knowledge of a responsible hunter by continually improving your marksmanship and your knowledge of wildlife species, field care of game and principles of wildlife management.
- Support conservation efforts and wildlife management programs, and provide an example to broaden public understanding and support of hunting.
- Thank landowners for the privilege of hunting on their land. Remember that hunting is a privilege, not a right. Make your hunting trips safe and pleasant ones.
- Report observed violations to a conservation agent or local sheriff.



Cliff White

10 Commandments of Firearms Safety

1. Always keep the muzzle pointed in a safe direction.
2. Treat every firearm as though it were loaded.
3. Always make sure the firearm is unloaded and the action open except when actually hunting or preparing to shoot.
4. Be sure the barrel and action are clear of obstructions and that you have the proper ammunition for the firearm you are carrying.
5. Be sure of your target before you pull the trigger.
6. Never point a firearm at anything you do not want to shoot. Avoid all horseplay with a firearm.
7. Never climb or jump an obstacle with a loaded firearm.
8. Never shoot at a flat, hard surface or water.
9. Store firearms and ammunition separately.
10. Avoid alcohol and other drugs before or during shooting.